MASS EFFECT 3 GALACTIC CHECKLIST

Version 1.3 - March 2016

Name:_____ Shepard
Class:_____
Playthrough:_____

This is a revised and expanded version of previous checklists created by Teryx and ZimmMaster. All content and formatting derive from their work, the Mass Effect Wikia, and the Prima Official Game Guide. DM me on reddit with any corrections: **/u/287Blue.**
This checklist can be downloaded from Teryx's website: **http://masseffect.shockfront.net**

Missions marked with a [1] or a [2] may be different or unavailable depending on actions and choices made in Mass Effect and Mass Effect 2.

Missions, locations, and items available only through Downloadable Content (DLC) are indicated as such. Recommended mission timing is for story immersion, not XP/loot gain.

Missions and War Assets

Main Missions

Found Done

Prologue

Prologue: Earth [1] [2]
Location: Local Cluster > Sol System > Earth
Acquisition: Starting mission

Priority: Mars
Location: Local Cluster > Sol System > Mars
Acquisition: Automatically aquired after "Prologue: Earth"

Priority: The Citadel I
Location: Serpent Nebula > Widow > Citadel
Acquisition: On completion of "Priority: Mars"

Act I

Priority: Palaven [2]
Location: Apien Crest > Trebia > Palaven
Acquisition : On completion of "Priority: The Citadel I"

Priority: Sur'kesh [1]
Location: Annos Basin > Pranas > Sur'kesh
Acquisition: Acquired in briefing after "Priority: Palaven"

Attican Traverse: Krogan Team [1] [2]
Location: Ninmah Cluster > Mulla Xul > Utukku
Acquisition: Automatically acquired on completion of "Priority: Sur'kesh"
Note: Depending on action taken in Mass Effect, alternate Journal entry is "Attican Traverse: Rachni"

Tuchanka: Turian Platoon
Location: Krogan DMZ > Aralakh > Tuchanka
Acquisition: Acquired automatically on completion of "Priority: Sur'kesh"
Note: Must be completed before "Priority: Thessia"

Priority: Tuchanka [1] [2]
Location: Krogan DMZ > Aralakh > Tuchanka
Acquisition: Requires completion of "Attican Traverse: Krogan Team" or "Tuchanka: Turian Platoon"
Note: Complete any outstanding Act I side missions or interactions *before* starting "Priority: Tuchanka," as many will expire afterwards

Act II

Priority: The Citadel II [1] [2]
Location: Serpent Nebula > Widow > Citadel
Acquisition: On completion of "Priority: Tuchanka," triggered by the first visit afterwards to the Citadel

Priority: Perseus Veil [2]
Location: Far Rim > Dholen > Quarian Envoy Ship
Acquisition: On completion of "Priority: The Citadel II," triggered by a message from Admiral Hackett after departing from the Citadel

Priority: Geth Dreadnought [2]
Location: Far Rim > Dholen > Geth Dreadnought
Acquisition: Acquired automatically during "Priority: Perseus Veil"

Rannoch: Admiral Koris
Location: Perseus Veil > Tikkun > Rannoch
Acquisition: From Admiral Raan after "Priority: Geth Dreadnought"
Note: Must be completed before "Priority: Rannoch" or will expire

Rannoch: Geth Fighter Squadrons [2]
Location: Perseus Veil > Tikkun > Rannoch
Acquisition: From Legion/Geth VI after "Priority: Geth Dreadnought"
Note: Must be completed before "Priority: Rannoch" or will expire

Priority: Rannoch [2]
Location: Perseus Veil > Tikkun > Rannoch
Acquisition: Requires completion of "Rannoch: Admiral Koris" or "Rannoch: Geth Fighter Squadrons"

Priority: The Citadel III
Location: Serpent Nebula > Widow > Citadel
Acquisition: On completion of "Priority: Rannoch"

Priority: Thessia
Location: Athena Nebula > Parnitha > Thessia
Acquisition: On completion of "Priority: The Citadel III," triggered by a conversation with the asari councilor in Udina's office

Priority: Horizon [2]
Location: Shadow Sea > Iera > Horizon
Acquisition: On completion of "Priority: Thessia"

Act III

Priority: Ceberus Headquarters [2]
Location: Horsehead Nebula > Anadius > Cronos
Acquisition: On completion of "Priority: Horizon"
Note: Complete any outstanding side missions, interactions, or DLCs *before* beginning "Priority: Ceberus Headquarters," as they will all expire

Priority: Earth [1] [2]
Location: Local Cluster > Sol System > Earth
Acquisition: Acquired automatically on completion of "Priority: Cerberus Headquarters"

N7 Missions

N7: Cerberus Lab
Location: Sigurd's Cradle > Decoris > Sanctum
Acquisition: From Specialist Traynor after "Priority: Palaven"

N7: Cerberus Attack
Location: Krogan DMZ > Aralakh > Tuchanka
Acquisition: From Specialist Traynor after "Priority: Sur'kesh"

N7: Cerberus Abductions
Location: Arcturus Stream > Euler > Benning
Acquisition: On completion of either "Attican Traverse: Krogan Team" or "Tuchanka: Turian Platoon"

N7: Cerberus Fighter Base
Location: Horsehead Nebula > Pax > Noveria
Acquisition: From Specialist Traynor after "Priority:Tuchanka"

N7: Fuel Reactors
Location: Silean Nebula > Kypladon > Cyone
Acquisition: On completion of "Geth: Dreadnought"

N7: Communication Hub
Location: Kepler Verge > Newton > Ontarom
Acquisition: From Specialist Traynor after "Priority: Thessia"

Side Missions

Grissom Academy: Emergency Evacuation [2]
Location: Petra Nebula > Vetus > Grissom Academy
Acquisition: From Specialist Traynor after "Priority: Palaven"
Note: Must be completed before "Priority: Tuchanka" or will expire

Tuchanka: Bomb
Location: Krogan DMZ > Aralakh > Tuchanka
Acquisition: Acquired automatically during "Tuchanka: Turian Platoon"
Note: Must be completed within three missions after acquisition or will be marked as failed

Kallini: Ardat-Yakshi Monastery [2]
Location: Nimbus Cluster > Mesana > Lessus
Acquisition: From Liara after "Citadel: II"

Arrae: Ex-Cerberus Scientists [2]
Location: Minos Wasteland > Arrae > Gellix
Acquisition: From Specialist Traynor after "Citadel: II"

Hub Missions

Priority: Palaven

Apien Crest: Banner of the First Regiment
Location: Purgatory
Acquisition: Listen to three turians talking at the Purgatory bar or scan artifact in Apien Crest > Castellus > Digeris

Aria: Blood Pack
Location: Purgatory
Acquisition: Talk to Aria in Purgatory

Aria: Blue Suns
Location: Purgatory
Acquisition: Talk to Aria in Purgatory

Aria: Eclipse
Location: Purgatory
Acquisition: Talk to Aria in Purgatory

Benning: Evidence
Location: Citadel Embassies
Acquisition: Listen to Ambassador Osoba in the Citadel Embassies, or acquire the dog tags during "N7: Cerberus Abductions"
Note: If tags are picked up first, Journal entry is "Benning: Dog Tags." Must be completed before "Priority: Tuchanka"

Citadel: Alien Medi-Gel Formula
Location: Huerta Memorial Hospital
Acquisition: Listen to a doctor on the left after entering inpatient wing at Huerta Memorial Hospital or acquire the formula during "N7: Cerberus Lab"
Note: Must be completed before "Priority: Tuchanka"

Citadel: Barla Von [1]
Location: Presidium Commons
Acquisition: Talk to Liara at Apollo's Café, then talk to Barla Von at the bank during second or later visit to the Citadel
Note: Must be completed before "Priority: Tuchanka"

Citadel: Biotic Amp Interfaces
Location: Huerta Memorial Hospital
Acquisition: Listen to an asari in the hospital, or acquire the interfaces during "Grissom Academy: Emergency Evacuation"
Note: Must be completed before "Priority: Tuchanka"

Citadel: Hanar Diplomat [2]
Location: Citadel Embassies
Acquisition: An email message from Jondam Bau
Note: Must be completed before "Priority: Tuchanka"

Citadel: Heating Unit Stabilizers
Location: Presidium Commons
Acquisition: Listen to a salarian outside of the C-Sec Outpost, or acquire the stabilizers during "N7: Cerberus Fighter Base"
Note: Cannot be completed until after "Priority: Tuchanka"

Citadel: Improved Power Grid
Location: Purgatory
Acquisition: Listen to a technician outside of Purgatory, or acquire the formula during "N7: Cerberus Attack"
Note: Must be completed before "Priority: Tuchanka"

Irune: Book of Plenix
Location: Presidium Commons
Acquisition: Listen to a volus in front of the Elkoss Combine kiosk, or scan artifact in Aethon Cluster > Aru > Irune after "Priority: Tuchanka"
Note: If artifact is scanned first, Journal entry is "Citadel: Book of Plenix." Cannot be completed until after "Priority: Tuchanka"

Ismar Frontier: Prototype Components
Location: Huerta Memorial Hospital
Acquisition: Listen to a salarian scientist in the hospital, or scan the components in Ismar Frontier > Aquila > Metaponto
Note: Must be completed before "Priority: Tuchanka"

Kite's Nest: Pillars of Strength
Location: Citadel Docks: Holding Area
Acquisition: Listen to a batarian preacher in Cargo Hold C on the docks, or scan the artifact in Kite's Nest > Harsa > Kar'shan
Note: If artifact is scanned first, Journal entry is "Citadel: Pillars of Strength"

Shrike Abyssal: Prothean Obelisk
Location: Citadel Embassies
Acquisition: Listen to a volus speaking to a turian and a human in the Embassies or scan artifact in Shrike Abyssal > Urla Fast > Talis Fia

Priority: Sur'kesh

Citadel: Cerberus Automated Turret Schematics
Location: Presidium Commons
Acquisition: Listen to a C-Sec officer in the Presidium Commons after "Priority: The Citadel II," or acquire schematics during "Tuchanka: Bomb"
Note: Cannot be completed before "Priority: The Citadel II"

Citadel: GX12 Thermal Pipe
Location: Normandy
Acquisition: Talk to Adams on the engineering deck

Citadel: Krogan Dying Message [2]
Location: Presidium Commons
Acquisition: Find message on krogan corpse during "Attican Traverse: Krogan Team"

Priority: The Citadel II

Athena Nebula: Hesperia-Period Statue
Location: Presidium Commons
Acquisition: Listen to an asari in the bank area of the Presidium Commons, or scan artifact in Athena Nebula > Vernio > Polissa
Note: If artifact is scanned first, Journal entry is "Citadel: Hesperia-Period Statue"

Citadel: Asari Widow
Location: Presidium Commons
Acquisition: During "Kallini: Ardat-Yakshi Monastery"

Citadel: Batarian Codes [1]
Location: Presidium Commons
Acquisition: Talk to officer Jordan Noles outside the C-Sec Outpost

Citadel: Cerberus Ciphers
Location: Citadel Embassies
Acquisition: Listen to a turian C-Sec officer at the end of the corridor past the Earth Councilor office, or acquire the ciphers during "N7: Communication Hub"
Note: Cannot be completed until after "Priority: Thessia"

Citadel: Cerberus Retribution
Location: Presidium Commons
Acquisition: Listen to two humans arguing outside the C-Sec Outpost

Citadel: Cerberus Turian Poison
Location: Huerta Memorial Hospital
Acquisition: Listen to a doctor in Lab Services at the hospital, or acquire the poison during "Arrae: Ex-Cerberus Scientists"

Citadel: Chemical Treatment
Location: Huerta Memorial Hospital
Acquisition: Listen to a doctor talking with a salarian in Lab Services at the hospital, or acquire the chemicals during "N7: Fuel Reactor"
Note: Cannot be completed before "Priority: Geth Dreadnought"

Citadel: Inspirational Stories
Location: Citadel Docks
Acquisition: Talk to salarian Solik Vass

Citadel: Kakliosaur Fossil
Location: Presidium Commons
Acquisition: Listen to salarian outside of Apartment 90, or scan the artifact in Argos Rho > Phoenix > Intai'sei
Note: Cannot be completed before "Priority: Geth Dreadnought"

Citadel: Medical Supplies
Location: Normandy
Acquisition: From Dr. Chakwas/Dr. Michel

Citadel: Medi-Gel Sabotage [1] [2]
Location: Citadel Docks: Holding Area
Acquisition: Talk to the clinic doctor in Cargo Hold B

Citadel: Reaper Code Fragments
Location: Citadel Embassies
Acquisition: Listen to an asari war strategist in the Embassies, or acquire the fragments during "Rannoch: Geth Fighter Squadrons"
Note: Cannot be completed before "Priority: Geth Dreadnought"

Citadel: Target Jamming Technology
Location: Presidium Commons
Acquisition: Listen to turian C-Sec officer in front of Apollo's Cafe, or acquire the data during "Rannoch: Admiral Koris"
Note: Cannot be completed before "Priority: Geth Dreadnought"

Citadel: Volus Ambassador [2]
Location: Presidium Embassies
Acquisition: An email from Primarch Victus

Citadel: Wounded Batarian [2]
Location: Presidium Commons
Acquisition: Listen to a human and a turian talking near stairs to Apartments

Dekuuna: Code of the Ancients
Location: Purgatory
Acquisition: Listen to an elcor near elevator outside of Purgatory, or scan artifact in Silean Nebula > Phontes > Dekuuna
Note: If artifact is scanned first, Journal entry is "Citadel: Code of the Ancients." Cannot be completed until after "Priority: Rannoch."

Hades Nexus: The Obelisk of Karza
Location: Presidium Commons
Acquisition: Listen to a human researcher sitting in the courtyard, or scan artifact in Hades Nexus > Hoplos > Kopis
Note: If artifact is scanned first, Journal entry is "Citadel: The Obelisk of Karza. Cannot be completed until after "Priority: Rannoch."

Hades Nexus: Prothean Sphere
Location: Citadel Docks: Holding Area
Acquisition: Listen to a human refugee outside of Bay E28, or scan artifact in Hades Nexus > Sheol > Gei Hinnom
Note: If artifact is scanned first, Journal entry is "Citadel: Prothean Sphere." Cannot be completed until after "Priority: Rannoch."

Nimbus Cluster: Library of Asha
Location: Purgatory
Acquisition: Listen to an asari standing by the stairs up to the dance floor, or scan artifact in Nimbus Cluster > Agaiou > Carcosa
Note: If artifact is scanned first, Journal entry is "Citadel: Library of Asha"

Silean Nebula: Rings of Alune
Location: Huerta Memorial Hospital
Acquisition: Listen to an asari standing by the elevator in the hospital, or scan artifact in Silean Nebula > Teyolia > Nevos
Note: Cannot be completed until after "Priority: Rannoch"

Valhallan Threshold: Prothean Data Drives
Location: Citadel Docks: Holding Area
Acquisition: Listen to an Alliance soldier near the Normandy dock

Priority: Rannoch

Dekuuna: Elcor Extraction
Location: Citadel Embassies
Acquisition: Talk to an elcor diplomat to the right of the elevator, or scan artifact in Silean Nebula > Phontes > Oltan
Note: Cannot be completed until after "Priority: Rannoch"

Downloadable Content Missions

From Ashes

*Recommended timing: as soon as possible after "Priority: Palaven"

Priority: Eden Prime
Location: Exodus Cluster > Utopia > Eden Prime
Acquisition: An email from Alliance Command after "Priority: The Citadel I"

Eden Prime: Resistance Movement
Location: Exodus Cluster > Utopia > Eden Prime
Acquisition: From a terminal during "Priority: Eden Prime"

Omega

*Recommended timing: after "Priority: The Citadel II" and all three "Aria" Hub Missions

Citadel: Aria T'Loak
Location: Purgatory
Acquisition: Talk to Aria after receiving her email

Omega: Aria T'Loak
Location: Serpent Nebula > Widow > Aria's Fleet
Acquisition: On completion of "Citadel: Aria T'Loak"

Omega: Assist the Hacker
Location: Omega
Acquisition: Speak to hacker during first visit to Aria's bunker

Omega: Assist the Mechanic
Location: Omega
Acquisition: Speak to batarian mechanic during first visit to Aria's bunker

Omega: Assist Harrot [2]
Location: Omega
Acquisition: Speak to Harrot during second visit to Aria's bunker

Leviathan

*Recommended timing: after "Priority: Thessia" or "Priority: Horizon," before starting Act III

Citadel: Dr. Bryson
Location: Citadel > Dr. Bryson's Lab
Acquisition: An email from Admiral Hackett after "Priority: Palaven"

Citadel: Leviathan I
Location: Citadel > Dr. Bryson's Lab
Acquisition: Automatically acquired during "Citadel: Dr. Bryson"

Leviathan: Find Garneau
Location: Caleston Rift > Aysur > Mahavid
Acquisition: On completion of "Citadel: Leviathan I"

Mahavid: Leviathan
Location: Caleston Rift > Aysur > Mahavid
Acquisition: During "Leviathan: Find Garneau"

Citadel: Leviathan II
Location: Citadel > Dr. Bryson's Lab
Acquisition: On completion of "Mahavid: Leviathan"

Leviathan: Find Ann Bryson
Location: Citadel > Dr. Bryson's Lab
Acquisition: On completion of "Citadel: Leviathan II"

Namakli: Leviathan
Location: Pylos Nebula > Zaherin > Namakli
Acquisition: During "Leviathan: Find Ann Bryson," scan the planet Namakli

Citadel: Leviathan III
Location: Citadel > Dr. Bryson's Lab
Acquisition: On completion of "Namakli: Leviathan"

Leviathan: Scan Locations
Location: Sigurd's Cradle
Acquisition: After "Citadel: Leviathan III," scan potential locations in the Sigurd's Cradle cluster

Despoina: Leviathan
Location: Sigurd's Cradle > Psi Tophet > 2181 Despoina
Acquisition: On completion of "Leviathan: Scan Locations"

Citadel

*Recommended timing: after "Priority: Horizon," before starting Act III

Missions

Citadel: Shore Leave
Location: Anderson's Apartment
Acquisition: An email from Admiral Hackett after "Priority: The Citadel II"

Citadel: Ambush
Location: Ryuusei Sushi Bar
Acquisition: An email from Joker during "Citadel: Shore Leave"

Citadel: Identity Theft I
Location: Anderson's Apartment
Acquisition: Acquired automatically on completion of "Citadel: Ambush"

Silver Coast Casino: Infiltration
Location: Silver Coast Casino
Acquisition: On entering the casino after "Citadel: Identity Theft I"

Citadel: Identity Theft II
Location: Anderson's Apartment
Acquisition: Acquired automatically on completion of "Silver Coast Casino: Infiltration"

Citadel Archives: Escape
Location: Citadel Archives
Acquisition: On completion of "Citadel: Identity Theft II"

Citadel Docks: Retake the Normandy
Location: Citadel Docks
Acquisition: Acquired automatically on completion of "Citadel Archives: Escape"

Citadel: Party [1] [2]
Location: Anderson's Apartment
Acquisition: On completion of "Citadel Docks: Retake the Normandy"

Armax Arena Challenges

Citadel Arena: Geth Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from the CU Engineering Club after completion of one match

Citadel Arena: Spin Zone Elite Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from Daksa Teller after completion of one match

Citadel Arena: Medi-Gel Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from BlastoFan17485 after completion of one match

Citadel Arena: Reaper Solo Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from the "Hour 20 News Team" after completion of two matches

Citadel Arena: Thermal Clip Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from Hoshichiro Saburo after completion of two matches

Citadel Arena: Prothean Challenge
Location: Armax Arsenal Arena
Acquisition: An email at the controls from the "Hour 20 News Team" after completion of "Reaper Solo Challenge"

Citadel Arena: Cerberus Challenge
Location: Armax Arsenal Arena
Acquisition: An email from Rutaana at the controls after completion of several matches

Citadel Arena: Charity Reaper Challenge
Location: Armax Arsenal Arena
Acquisition: An email from Manava T'Khanna at the controls after completion of several matches

Citadel Arena: Unusual Scores
Location: Armax Arsenal Arena
Acquisition: An email from the AA Information Technology Dept. at the controls after purchasing all of the available prizes

War Assets

*Note: War Assets acquired by Search and Rescue are listed in the "Planet Scanning" section

Alien

Batarian Fleet [1]
Acquisition: Complete "Citadel: Batarian Codes" by persuading Balak/ the batarian official to help +100
Updated: If Balak is alive--by being spared during Mass Effect "Bring Down the Sky" DLC or if it was not played--and is persuaded to help +15
Updated: Complete "Kite's Nest: Pillars of Strength" +40

Citadel Defense Force
Acquisition: Complete "Priority: The Citadel II" +10
Updated: Support refugee -2 OR support dock officer +7
Updated: Support gung ho civilian +0 OR support reluctant civilian +5
Updated: Authorize partner benefits increase at Spectre Terminal +8
Updated: Authorize civilian deportation order at Spectre Terminal +7
Updated: Authorize medical supplies at Spectre Terminal +7
Updated: Authorize C-Sec surveillance at Spectre Terminal +7
Updated: At Aeghor Munitions after "Priority: The Citadel II," support worried merchant and authorize militia at Spectre Terminal +7 OR support angry merchant and authorize weapons sales at Spectre Terminal -4
Updated: Authorize Citadel housing for Grissom Academy students at Spectre Terminal +5
Updated: Support Apollo's Café owner +5 OR support C-Sec officer -2
Updated: Talk to bank teller in Presidium Commons +5
Updated: Complete "Citadel: Target Jamming Technology" +8
Updated: Complete "Citadel: Cerberus Automated Turret Schematics" +8
Updated: Complete "Citadel: Biotic Amp Interfaces" +8
Updated: Complete "Irune: The Book of Plenix" +40
Updated: Complete "Dekuuna: Code of the Ancients" +40
Updated: Complete "Silean Nebula: Rings of Alune" +40
Updated: Authorize weapon permit for asari huntress at Spectre Terminal -4

General Oleg Petrovsky (Omega DLC)
Acquisition: Complete "Omega," sparing Petrovsky at end +30

Hanar and Drell Forces [2]
Acquisition: During "Citadel: Hanar Diplomat" either stop the upload or have a loyal Kasumi Goto on mission +50
Updated: Complete "Citadel: Alien Medi-Gel Formula" +8

Leviathan Enthrallment Team (Leviathan DLC)
Acquisition: Complete "Leviathan" +400

Omega Eezo Hoard (Omega DLC)
Acquisition: Complete "Omega" +300

Omega Raiding Fleet (Omega DLC)
Acquisition: Complete "Omega" +75

Rachni Workers [1]
Acquisition: Spare the Rachni Queen in both Mass Effect and in "Attican Traverse: Krogan Team" +100

Spectre Unit [2]
Acquisition: During "Citadel: Hanar Diplomat" either save Jondum Bau or have a loyal Kasumi Goto on mission +40

Terminus Fleet
Acquisition: See Aria T'Loak in Purgatory after "Priority: Palaven" +50
Updated: Complete "Aria: Blood Pack" +50
Updated: Complete "Aria: Blue Suns" +50
Updated: Complete "Aria: Eclipse" +50

Volus Bombing Fleet
Acquisition: Convince Din Korlack during "Citadel: Volus Ambassador" +75

Alliance

103rd Marine Division [2]
Acquisition: Complete "Priority: The Citadel I" +100
Updated: If Mass Effect 2 "Arrival" DLC was not played or completed -50
Updated: Choose Paragon option during "Grisson Academy: Emergency Evacuation" and assign students to a support role +50
Updated: Choose Paragon option during conversation with Diana Allers after "Priority: The Citadel II" +5

Admiral Mikhailovich [1]
Acquisition: Complete "Priority: The Citadel I" +25
Updated: If Council was not saved at the end of Mass Effect +25

Alliance Engineering Corps
Acquisition: Complete "Priority: The Citadel I" +130
Updated: Spare the Rachni Breeder in "Attican Traverse: Krogan Team" -100
Updated: Complete "Valhallan Threshold: Prothean Data Drives" +40
Updated: Complete "Hades Nexus: The Obelisk of Karza" +40
Updated: Complete "Hades Nexus: Prothean Sphere" +40
Updated: Complete "Athena Nebula: Hesperia-Period Statue" +40

Alliance Fifth Fleet [1]
Acquisition: Complete "Priority: The Citadel I" +90
Updated: If Council was saved at the end of Mass Effect -25
Updated: Persuade two businessmen in Presidium Commons to work on developing targeting VIs instead of financial programs +5
Updated: Complete "Citadel: Improved Power Grid" +8
Updated: Authorize civilian consultants at Spectre Terminal +7
Updated: Choose Renegade option during conversation with Diana Allers after "Priority: The Citadel II" +5
Updated: Complete "Citadel: Cerberus Ciphers" +8

Alliance First Fleet [1]
Acquisition: Complete "Priority: The Citadel I" +90
Updated: Complete "Omega" and kill Oleg Petrovsky (Omega DLC) +30
Updated: If Council was saved at the end of Mass Effect -25
Updated: Complete "Citadel: Chemical Treatment" +8

Alliance Frigate Normandy SR-2 [2]
Acquisition: Complete "Priority: The Citadel I" +50
Updated: If Thanix Cannon was acquired in Mass Effect 2 +15
Updated: If Silaris Armor was acquired in Mass Effect 2 +25
Updated: If Cyclonic Barrier Technology was acquired in Mass Effect 2 +25
Updated: While drydocked at Citadel (Citadel DLC) +35
Updated: Crew completes shore leave (Citadel DLC) +35

Alliance Sixth Fleet
Acquisition: Complete "Priority: Horizon" +90

Alliance Third Fleet [1]
Acquisition: Complete "Priority: The Citadel I" +90
Updated: If Council was saved at the end of Mass Effect -25
Updated: Complete "Citadel: Batarian Codes" by killing Balak -10
Updated: Private Talavi's transfer request is granted -4

Arcturus First Division
Acquisition: Complete "N7: Cerberus Abductions"

Ashley Williams [1]
Acquisition: If Ashley survives both Mass Effect and "Priority: The Citadel II," she can become a War Asset if not recruited as a team member +25

Biotic Company
Acquisition: Choose Renegade option during "Grisson Academy: Emergency Evacuation" and assign students to a combat role +75

Communication Arrays
Acquisition: Complete "N7: Communication Hub" +50

Diana Allers
Acquisition: Allow Allers to come aboard the Normandy +5

Dr. Ann Bryson (Leviathan DLC)
Acquisition: During "Citadel: Leviathan III" don't take either Renegade interrupt while Dr. Bryson is being controlled +20

Dr. Karin Chakwas [2]
Acquisition: Leave Dr. Chakwas on the Citadel and recruit Dr. Michel +10

Eden Prime Support (From Ashes DLC)
Acquisition: Complete "Priority: Eden Prime" +25
Updated: If one piece of intel is retrieved during "Eden Prime: Resistance Movement" +25
Updated: If two pieces of intel are retrieved during "Eden Prime: Resistance Movement" +25
Updated: If three pieces of intel are retrieved during "Eden Prime: Resistance Movement" +25

Jack [2]
Acquisition: If Jack survives both Mass Effect 2 and "Grissom Academy: Emergency Evacuation" +25

Kahlee Sanders [2]
Acquisition: Complete "Grissom Academy: Emergency Evacuation" +15
Updated: If all the tech students are saved during "Grissom Academy: Emergency Evacuation" +5
Updated: If David Archer is sent to Grissom Academy at the end of Mass Effect 2 "Overlord" DLC +5

Kaidan Alenko [1]
Acquisition: If Kaidan survives both Mass Effect and "Priority: The Citadel II," he can become a War Asset if not recruited as a team member +25

Kasumi Goto [2]
Acquisition: If Kasumi is loyal and survives both Mass Effect 2 and "Citadel: Hanar Diplomat" +25

Khalisah Bint Sinan al-Jilani [1] [2]
Acquisition: If Paragon interrupt was used at interview in Mass Effect +5
Updated: If she was never punched in any encounter +5

Mineral Resources [2]
Acquisition: Import a Mass Effect 2 save (points tied to mineral amounts)

N7 Special Ops Team
Acquisition: Promote a multiplayer class +75 per promotion

Rogue Fighter Pilots
Acquisition: Complete Cortez's plotline by engaging in dialogue with him on both the Normandy and Citadel +20

Zaeed Massani [2]
Acquisition: If Zaeed is loyal and survives Mass Effect 2. After completing "Citadel: Volus Ambassador," talk to Zaeed in Cargo Hold C in the Docks Holding Area +25

Zhu's Hope Colonists [1]
Acquisition: If most of the colonists and Shiala are saved in Mass Effect "Feros: Geth Attack" +30

Asari

Asari Commandos
Acquisition: Complete "Kallini: Ardat-Yakshi Monastery" +20

Asari Science Team
Acquisition: Complete "Priority: The Citadel II" +90

Asari Second Fleet
Acquisition: Complete "Priority: The Citadel II" +90
Updated: Persuade Liara to talk to Matriarch Aethyta in Presidium Commons before "Priority: Tuchanka" +25
Updated: Complete "Citadel: Reaper Code Fragments" +8

Asari Sixth Fleet
Acquisition: Complete "Priority: The Citadel II" +90
Updated: Complete "Nimbus Cluster: Library of Asha" +40

The Destiny Ascension [1]
Acquisition: If the Destiny Ascension was saved in Mass Effect +70

Samara [2]
Acquisition: If Samara is loyal and survives both Mass Effect 2 and "Kallini: Ardat-Yakshi Monastery" +25

Crucible

Advanced AI Relays
Acquisition: Support Admiral Xen over Tali +45

Advanced Starship Fuel
Acquisition: Complete "N7: Fuel Reactor" +75

Dark Energy Dissertation [1] [2]
Acquisition: Talk to Conrad Verner in "Citadel: Medi-Gel Sabotage" +1
Updated: If Mass Effect "UNC: Asari Writings" and "Feros: Data Recovery" were completed and Elkoss Combine Armory license was purchased +4

Optimized Eezo Capacitors [2]
Acquisition: If Kenneth Donnelly and Gabriella Daniels are pardoned, and "Citadel: GX12 Thermal Pipe" is completed +15

Reaper Brain [2]
Acquisition: If Collector Base is saved at end of Mass Effect 2 +110

Reaper Heart [2]
Acquisition: If Collector Base is destroyed at end of Mass Effect 2 +100

Ex-Cerberus

Advanced Fighter Squadron
Acquisition: Complete "N7: Cerberus Fighter Base" +75

Cerberus Escapees
Acquisition: Complete "Mass Effect: Infiltrator" mobile game +40
Updated: "Veteran" rank on every checkpoint during main mission +40
Updated: "Veteran" rank on every checkpoint during "Incarceration" +40

Cerberus Research Data
Acquisition: Complete "N7: Cerberus Lab" +50

Dr. Brynn Cole
Acquisition: Complete "Arrae: Ex-Cerberus Scientists" +25

Dr. Gavin Archer [2]
Acquisition: Spare Dr. Archer in Mass Effect 2 "Overlord" DLC, complete "Grissom Academy: Emergency Evacuation," and use Paragon conversation option in "Arrae: Ex-Cerberus Scientists" +25

Ex-Cerberus Engineers [2]
Acquisition: In Mass Effect 2 invite Kelly to dinner and rescue her in the Suicide Mission. In Mass Effect 3 find her at the Docks, convince her to change her identity, and don't use the Renegade conversation option +10

Ex-Cerberus Scientists
Acquisition: Complete "Arrae: Ex-Cerberus Scientists" +25

Jacob Taylor [2]
Acquisition: If Jacob survives Mass Effect 2 and "Arrae: Ex-Cerberus Scientists" is completed +25

Miranda Lawson [2]
Acquisition: If Miranda survives Mass Effect 2 and "Priority: Horizon" +25

Geth

Geth Corps
Acquisition: Complete "Priority: Rannoch" and side with the geth at the end or broker peace between the geth and quarians +300
Updated: After "Priority: Rannoch" take Paragon conversation options during third and final interview with Diana Allers +5

Geth Fleet [2]
Acquisition: Complete "Priority: Rannoch" and side with the geth at the end or broker peace between the geth and the quarians +150
Updated: If geth heretics were rewritten in Mass Effect 2 "Legion: A House Divided" +150
Updated: If geth heretics were destroyed in Mass Effect 2 -150
Updated: After "Priority: Rannoch" take Renegade conversation options during third and final interview with Diana Allers +5

Geth Prime Platoon
Acquisition: "Rannoch: Geth Fighter Squadrons" is completed and in "Priority: Rannoch" the geth defeat the quarians or peace is achieved +60

Krogan

Aralakh Company [1] [2]
Acquisition: Complete "Attican Traverse: Krogan Team" +25
Updated: If Grunt survived Mass Effect 2 +25
Updated: If Grunt's loyalty was gained in Mass Effect 2 +25
Updated: If the Rachni Queen or Breeder is spared in "Attican Traverse: Krogan Team" -25

Clan Urdnot [1]
Acquisition: Complete "Priority: Tuchanka" +300
Updated: If the genophage cure is sabotaged in "Priority: Tuchanka" and Wrex rules Clan Urdnot -300

Grunt [2]
Acquisition: If Grunt survives Mass Effect 2 and "Attican Traverse: Krogan Team" +25

Krogan Clans [2]
Acquisition: Complete "Priority: Tuchanka" +300
Updated: If Paragon conversation option is taken in interview with Diana Allers after "Priority: Tuchanka" +5
Updated: Complete "Citadel: Kakliosaur Fossil" +50
Updated: If Maelon's data was destroyed in Mass Effect 2 -50
Updated: If "Tuchanka: Bomb" is not completed -250

Krogan First Division
Acquisition: Complete "N7: Cerberus Attack" +50

Krogan Mercenaries [1] [2]
Acquisition: If the genophage cure is completed in "Priority: Tuchanka" and Wrex rules Clan Urdnot +75

Urdnot Wreav [1]
Acquisition: If Urdnot Wrex is killed in Mass Effect +25

Urdnot Wrex [1]
Acquisition: If Wrex survived Mass Effect +30
Updated: If the genophage cure is sabotaged in "Priority: Tuchanka" -30

Quarian

Admiral Daro'Xen
Acquisition: Complete "Priority: Rannoch" and side with the quarians at the end or broker peace between the quarians and the geth +25

Admiral Zaal'Koris
Acquisition: Complete "Rannoch: Admiral Koris" and convince him to let himself be rescued instead of his crew +25

Quarian Civilian Fleet [2]
Acquisition: Complete "Priority: Rannoch" and side with the quarians at the end or broker peace between the quarians and the geth +200
Updated: If geth heretics were rewritten in Mass Effect 2 "Legion: A House Divided" -50
Updated: If geth heretics were destroyed in Mass Effect 2 +50
Updated: If Admiral Koris is not rescued in "Rannoch: Admiral Koris" -75
Updated: If "Rannoch: Geth Fighter Squadrons" is not completed -25

Quarian Heavy Fleet [2]
Acquisition: Complete "Priority: Rannoch" and side with the quarians at the end or broker peace between the quarians and the geth +200
Updated: Support Admiral Raan -10 OR Admiral Gerrel +25
Updated: If geth heretics were rewritten in Mass Effect 2 "Legion: A House Divided" -50
Updated: If geth heretics were destroyed in Mass Effect 2 +50
Updated: After "Priority: Rannoch," if geth are destroyed, take Paragon conversation options during third and final interview with Diana Allers +5

Quarian Patrol Fleet [2]
Acquisition: Complete "Priority: Rannoch" and side with the quarians at the end or broker peace between the quarians and the geth +200
Updated: If geth heretics were rewritten in Mass Effect 2 "Legion: A House Divided" -50
Updated: If geth heretics were destroyed in Mass Effect 2 +50

Salarian

Dr. Mordin Solus [2]
Acquisition: If Mordin survived Mass Effect 2 and is convinced to sabotage the genophage cure during "Priority: Tuchanka" +25

Major Kirrahe [1]
Acquisition: If Kirrahe survives Mass Effect and "Priority: The Citadel II," and Thane is spoken to before "Priority: The Citadel II" +20

Salarian First Fleet
Acquisition: Sabotage genophage cure during "Priority: Tuchanka" +150

Salarian Special Tasks Group [1]
Acquisition: If Major Kirrahe died in Mass Effect and Lieutenant Tolan was spoken to at the Salarian camp during "Priority: Sur'kesh" +35

Salarian Third Fleet [1]
Acquisition: If the Destiny Ascension was saved in Mass Effect and the Salarian councilor is saved in "Priority: The Citadel II" +125

STG Task Force [1]
Acquisition: If the Destiny Ascension was not saved in Mass Effect and the Salarian councilor is saved in "Priority: The Citadel II" +70

Turian

Turian 43rd Marine Division
Acquisition: Complete "Priority: Tuchanka" +90

Turian Blackwatch
Acquisition: Complete "Tuchanka: Bomb" +75

Turian Engineering Corps
Acquisition: Complete "Priority: Tuchanka" +110

Turian Seventh Fleet
Acquisition: Complete "Priority: Tuchanka" +90
Updated: Complete "Citadel: Medi-Gel Sabotage" +5
Updated: Complete "Apien Crest: Banner of the First Regiment" +40
Updated: Take Renegade conversation options during interview with Diana Allers after "Priority: Tuchanka" +5

Turian Sixth Fleet
Acquisition: Complete "Priority: The Citadel II" +135
Updated: Complete "Citadel: Cerberus Turian Poison" +8
Updated: In "Citadel: Volus Ambassador" choose the Volus Bombing Fleet instead of saving the colony -10

Planet Scanning and Intel

Planet Scanning

Obtained

Aethon Cluster

Salvage

- **Fuel: 200 units** ☐
  Location: Aru > West of Irune, NW of star near 3rd ring
- **Fuel: 300 units** ☐
  Location: Esori > East-southeast of star, just inside 3rd ring
- **Fuel: 250 units** ☐
  Location: Nura > Northeast of star, between 2nd and 3rd rings
- **Fuel: 200 units** ☐
  Location: Satu Arrd > Southeast of Nalisin, WSW of star

War Assets, Artifacts & Intel

- **Artifact: Book of Plenix** ☐
  Location: Aru > Irune
- **War Asset: Volus Fabrication Units** +45 ☐
  Location: Aru > Cherk Sab
- **War Asset: Volus Dreadnought Kwunu** +50 ☐
  Location: Esori > Solu Paolis
- **Intel: Volus Intelligence Archives** ☐
  Location: Nura > Oma Ker
- **War Asset: Volus Engineering Team** +50 ☐
  Location: Satu Arrd > Nalisin

Apien Crest

Salvage

- **Fuel: 350 units** ☐
  Location: Castellus > South of Fiax, east of Nios, on 4th ring
- **Fuel: 800 units** ☐
  Location: Gemmae > South-southeast of Pheiros
- **Fuel: 750 units** ☐
  Location: Gemmae > North of the star, west of Pheiros

War Assets, Artifacts & Intel

- **Artifact: Banner of the First Regiment** ☐
  Location: Castellus > Digeris
- **War Asset: Turian 79th Flotilla** +40 ☐
  Location: Gemmae > Pheiros

Arcturus Stream

Salvage

- **Fuel: 350 units** ☐
  Location: Arcturus > West-northwest of Themis, NE of star
- **Fuel: 100 units** ☐
  Location: Euler > Southwest of Yukawa, just past 3rd ring

War Assets, Artifacts & Intel

- **Intel: Intel from the Battle of Arcturus** ☐
  Location: Arcturus > Arcturus Station

Argos Rho

Salvage

- **Fuel: 270 units** ☐
  Location: Hydra > Southeast of star, between 2nd and 3rd rings
- **Fuel: 450 units** ☐
  Location: Phoenix > East-northeast of Intai'sei, between 3rd and 4th rings

War Assets, Artifacts & Intel

- **War Asset: Advanced Power Relays** +50 ☐
  Location: Gorgon > Camaron
- **War Asset: Haptic Optics Array** +50 ☐
  Location: Hydra > Canrum
- **Artifact: Fossilized Kakliosaur** ☐
  Location: Phoenix > Intai'sei
- **War Asset: Turian Spec Ops Team** +40 ☐
  Location: Phoenix > Pinnacle Station

Athena Nebula

Salvage

- **Fuel: 500 units** ☐
  Location: Ialessa > East of star, between 3rd and 4th rings
- **Fuel: 350 units** ☐
  Location: Orisoni > East-southeast of star, between 2nd and 3rd rings
- **Fuel: 200 units** ☐
  Location: Tomaros > Southwest of star, south of Niagolon, on 3rd ring
- **Fuel: 400 units** ☐
  Location: Vernio > Northeast of star, just past asteroid belt

War Assets, Artifacts & Intel

- **War Asset: Asari Engineers** +30 ☐
  Location: Ialessa > Trikalon
- **War Asset: Asari Research Ships** +35 ☐
  Location: Orisoni > Egalic
- **War Asset: Asari Cruiser Cybean** +30 ☐
  Location: Parnitha > Tevura
- **War Asset: Asari Cruiser Nefrane** +30 ☐
  Location: Tomaros > Pronoia
- **Artifact: Hesperia Period Statue** ☐
  Location: Vernio > Polissa

Attican Beta

Salvage

- **Fuel: 370 units** ☐
  Location: Hercules > Southeast of star, between 2nd and 3rd rings
- **Fuel: 240 units** ☐
  Location: Theseus > Northeast of star, east of Feros

War Assets, Artifacts & Intel

- **War Asset: Interferometric Array** +45 ☐
  Location: Hercules > Eletania
- **War Asset: ExoGeni Scientists** +40 ☐
  Location: Theseus > Feros

Caleston Rift (Leviathan DLC)

Salvage

- **Fuel: 150 units** ☐
  Location: Aysur > North-northeast of star, just past 4th ring
- **Fuel: 350 units** ☐
  Location: Balor > North of star, between 2nd and 3rd rings

War Assets, Artifacts & Intel

- **War Asset: Synthdiamond Heat Sinks** +25 ☐
  Location: Balor > Bres

Crescent Nebula (Leviathan DLC)

Salvage

- **Fuel: 150 units** ☐
  Location: Lusarn > East of star, SW of Tarith, between 3rd and 4th rings
- **Credits: 10,000** ☐
  Location: Lusarn > Beyalt
- **Fuel: 350 units** ☐
  Location: Tasale > North of Ilium, just past 3rd ring

War Assets, Artifacts & Intel

- **War Asset: Liquid Assets** +40 ☐
  Location: Tasale > Ilium

Exodus Cluster

Salvage

- **Fuel: 250 units** ☐
  Location: Asgard > Northwest of star, between 3rd and 4th rings
- **Fuel: 200 units** ☐
  Location: Utopia > Southeast of star, between 2nd and 3rd rings

War Assets, Artifacts & Intel

- **Intel: Remains of Reaper Destroyer** ☐
  Location: Asgard > Borr
- **War Asset: Alliance Spec Ops Team Delta** +35 ☐
  Location: Asgard > Loki
- **War Asset: Alliance Cruiser Shanghai** +40 ☐
  Location: Asgard > Terra Nova
- **War Asset: Alliance Naval Exploration Flotilla** +75 ☐
  Location: Asgard > Tyr
- **War Asset: Prothean Data Files** +75 ☐
  Location: Utopia > Zion

Gemini Sigma

Salvage

- **Credits: 10,000**
  Location: Han > Mavigon
- **Fuel: 470 units**
  Location: Han > East of star, between 4th and 5th rings
- **Fuel: 320 units**
  Location: Ming > Southeast of star, below Antiropus

War Assets, Artifacts & Intel

- **War Asset: Alliance Cruiser Nairobi** +25
  Location: Ming > Parag

Hades Gamma

Salvage

- **Credits: 10,000**
  Location: Antaeus > Trebin
- **Fuel: 300 units**
  Location: Antaeus > Southwest of Mass Relay, just inside outermost ring
- **Credits: 10,000**
  Location: Cacus > Chohe
- **Fuel: 400 units**
  Location: Cacus > Near exit to Dis, WSW of Xamarri
- **Credits: 10,000**
  Location: Dis > Kensal
- **Fuel: 200 units**
  Location: Dis > East of the star, northeast of Nearrum, on 2nd ring
- **Fuel: 200 units**
  Location: Farinata > South-southwest of Juntauma

War Assets, Artifacts & Intel

- **War Asset: Alliance Frigate Agincourt** +15
  Location: Farinata > Juntauma
- **War Asset: Special Ops Team Zeta** +20
  Location: Plutus > Nonuel

Hades Nexus

Salvage

- **Fuel: 380 units**
  Location: Hekate > East of star, between 2nd and 3rd rings
- **Fuel: 250 units**
  Location: Hoplos > West of star, near 4th ring
- **Fuel: 100 units**
  Location: Pamyat > South of the star, just past 3rd ring

War Assets, Artifacts & Intel

- **War Asset: Alliance Frigate Hong Kong** +15
  Location: Hekate > Asteria
- **Artifact: Obelisk of Karza**
  Location: Hoplos > Kopis
- **War Asset: Alliance Frigate Liepzig** +15
  Location: Pamyat > Dobrovolski
- **Artifact: Prothean Sphere**
  Location: Sheol > Gei Hinnom

Hourglass Nebula

Salvage

- **Fuel: 600 units**
  Location: Faryar > Northwest of Alingon, between 5th and 6th rings
- **Credits: 10,000**
  Location: Osun > Erinle
- **Fuel: 100 units**
  Location: Osun > Southwest of Erinle, near 2nd ring
- **Fuel: 200 units**
  Location: Sowilo > North of star, between 4th and 5th rings

War Assets, Artifacts & Intel

- **War Asset: Shadow Broker Starship Tech** +50
  Location: Faryar > Alingon
- **War Asset: Terminus Freighters** +30
  Location: Ploitari > Zanethu
- **War Asset: Shadow Broker Support Team** +40
  Location: Sowilo > Hagalaz

Ismar Frontier

War Assets, Artifacts & Intel

- **Intel: Advanced Biotic Implants**
  Location: Aquila > Metaponto

Kite's Nest

Salvage

- **Fuel: 300 units**
  Location: Harsa > West of Verush, in asteroid belt
- **Fuel: 300 units** (Leviathan DLC)
  Location: Indris > North-northeast of star just past 2nd ring
- **Credits: 10,000**
  Location: Untrel > Adek
- **Fuel: 100 units**
  Location: Untrel > West-southwest of Adek, between 2nd and 3rd rings
- **Fuel: 150 units**
  Location: Vular > Northwest of star, near 3rd ring

War Assets, Artifacts & Intel

- **Artifact: Pillars of Strength**
  Location: Harsa > Kar'shan
- **Intel: Weapon Upgrade Kit**
  Location: Harsa > Verush
- **War Asset: Governer Grothan Pazness** (Leviathan DLC) +20
  Location: Indris > Cholis
- **Artifact: Black Market Artifacts**
  Location: Vular > Vana

Krogan DMZ

Salvage

- **Fuel: 200 units**
  Location: Dranek > Southeast of star, between 2nd and 3rd rings
- **Fuel: 300 units**
  Location: Nith > East-northeast of star, between 1st and 2nd rings

War Assets, Artifacts & Intel

- **War Asset: Shadow Broker Wet Squad** +25
  Location: Dranek > Rothla

Minos Wasteland

Salvage

- **Fuel: 200 units**
  Location: Fortis > South of Mass Relay
- **Credits: 10,000**
  Location: Fortis > Pietas

Nimbus Cluster

Salvage

- **Fuel: 300 units**
  Location: Kallini > Southwest of star, south of Pania
- **Fuel: 650 units**
  Location: Pelion > Southwest of Mass Relay, south of Aitis
- **Fuel: 750 units**
  Location: Pelion > Northeast of Trategos, between 3rd and 4th rings
- **Fuel: 750 units**
  Location: Pelion > Northwest of Sthenia, near 3rd ring

War Assets, Artifacts & Intel

- **Artifact: Library of Asha**
  Location: Agaiou > Carcosa
- **Intel: Intact Reaper Weapon**
  Location: Pelion > Trategos

Nubian Expanse

Salvage

- **Fuel: 350 units**
  Location: Dakka > Southeast of star, between 3rd and 4th rings
- **Fuel: 300 units**
  Location: Kalabsha > Northeast of star, between 1st and 2nd rings
- **Fuel: 50 units**
  Location: Qertassi > North of Norehsa

War Assets, Artifacts & Intel

- **Intel: Research Data from Pragia**
  Location: Dakka > Pragia

War Asset: Alliance Marine Recon Unit +25
Location: Kalabsha > Yamm

War Asset: Alliance Frigate Trafalgar +15
Location: Qertassi > Norehsa

Pylos Nebula (Leviathan DLC)

Salvage

Fuel: 250 units
Location: Dirada > Northeast of star, SSE of Sineus

Fuel: 300 units
Location: Nariph > Northeast of star, between 1st and 2nd rings

Fuel: 350 units
Location: Zaherin > South of Rotesk, just past 3rd ring

War Assets, Artifacts & Intel

War Asset: Radiation Shielding Sheath +25
Location: Dirada > Sineus

War Asset: Jovian Dissertation +5
Location: Nariph > Isale

The Shrike Abyssal

Salvage

Fuel: 350 units (Leviathan DLC)
Location: Kyzil > South of Rustaka, just past 4th ring

Fuel: 400 units (Leviathan DLC)
Location: Thal > West-southwest of star, between 1st and 2nd rings

Fuel: 300 units
Location: Urla Rast > Northeast of star, near outermost ring

Credits: 10,000
Location: Xe Cha > Zada Ban

Fuel: 150 units
Location: Xe Cha > South-southeast of star, just past 2nd ring

War Assets, Artifacts & Intel

War Asset: Void Devils Fighter Wing (Leviathan DLC) +30
Location: Kyzil > Heshtok

War Asset: Vorcha Labor Team (Leviathan DLC) +15
Location: Thal > Tyrix

Artifact: Prothean Obelisk
Location: Urla Rast > Talis Fia

Sigurd's Cradle

Salvage

Credits: 10,000
Location: Decoris > Laena

Fuel: 350 units
Location: Decoris > South of star, near outermost ring

Fuel: 200 units
Location: Skepsis > Northwest of Mass Relay, near outermost ring

War Assets, Artifacts & Intel

War Asset: Dextro Rations (Leviathan DLC) +10
Location: Lenal > Triginta Petra

War Asset: Husk Neural Map (Leviathan DLC) +30
Location: Mil > Chalkhos

War Asset: Javelin Missile Launchers +50
Location: Skepsis > Watson

Silean Nebula

Salvage

Fuel: 300 units
Location: Loropi > East of star, just past 1st ring

Fuel: 250 units
Location: Nahuala > West-southwest of star, past 2nd ring

Fuel: 175 units
Location: Phontes > East-southeast of star, between 2nd and 3rd rings

Credits: 10,000
Location: Teyolia > Quirezia

Fuel: 375 units
Location: Teyolia > East-southeast of star, between 3rd and 4th rings

War Assets, Artifacts & Intel

War Asset: Dr. Jelize +25
Location: Kypladon > Hanalei

War Asset: Armali Sniper Unit +30
Location: Loropi > Yasilium

War Asset: Serrice Guard +30
Location: Nahuala > Hyetiana

Artifact: Code of the Ancients
Location: Phontes > Dekuuna

War Asset: Elcor Flotilla +40
Location: Phontes > Oltan

Artifact: Rings of Alune
Location: Teyolia > Nevos

Valhallan Threshold

Salvage

Fuel: 340 units
Location: Micah > Southeast of star, near asteroid belt

Fuel: 160 units
Location: Paz > East-southeast of star

Fuel: 95 units
Location: Raheel-Leyya > Northeast of star, near Micah entrance

War Assets, Artifacts & Intel

War Asset: Emergency Fuel Pods +30
Location: Micah > Elohi

War Asset: Element Zero Converter +50
Location: Micah > Farlas

Artifact: Prothean Data Disc
Location: Paz > Garvug

Intel Terminal — Purchased

Armor Modkit
Acquisition: Email from Glyph
Upgrades: Ammo Capacity +5% or Shield Strength +5%

Prejek Paddlefish
Acquisition: Import Mass Effect 2 save with Prejek Paddlefish
Upgrades: Weapon Damage +10% or Power Damage +10%

Weapon Upgrade Kit
Acquisition: Planet Scanning - Kite's Nest > Harsa > Verush
Upgrades: Ammo Damage +5% or Weapon Damage +5%

Remains of Reaper Destroyer
Acquisition: Planet Scanning - Exodus Cluster > Asgard > Borr
Upgrades: Power Recharge Speed +5% or Store Discount +5%

Advanced Biotic Implants
Acquisition: Planet Scanning - Ismar Frontier > Aquila > Metaponto
Upgrades: Power Damage +5% or Power Recharge Speed +5%

Improved Geth Resistors
Acquisition: During "Rannoch: Geth Fighter Squadron"
Upgrades: Shields +5% or Power Damage +5%

Miniaturized Armor Capacitors
Acquisition: During "Rannoch: Geth Fighter Squadron"
Upgrades: Shield Regeneration Speed +5% or Power Recharge Speed +5%

Intel from the Battle of Arcturus
Acquisition: Planet Scanning - Arcturus Stream > Arcturus > Arcturus Station
Upgrades: Weapon Damage +5% or Shields +5%

Gallae's Electronic Signature
Acquisition: During "Kallini: Ardat-Yakshi Monastery"
Upgrades: Power Damage +5% or Store Discount +5%

Intact Reaper Weapon
Acquisition: Planet Scanning - Nimbus Cluster > Pelion > Trategos
Upgrades: Weapon Damage +5% or Ammo Capacity +5%

Volus Intelligence Archives
Acquisition: Planet Scanning - Aethon Cluster > Nura > Oma Ker
Upgrades: Power Damage +5% or Health +5%

Research Data From Pragia
Acquisition: Planet Scanning - Nubian Expanse > Dakka > Pragia
Upgrades: Power Damage +5% or Power Recharge Speed +5%

Med Bay Surgery
Acquisition: Complete "Citadel: Medical Supplies"
Upgrades: Health +5% or Heal Scars

Equipment

Armor

Head

Archon Visor ☐
Acquisition: "Priority: Geth Dreadnought" or Nos Astra Sporting Goods
Effects: Power recharge speed +10%

Capacitor Helmet ☐
Acquisition: "N7: Cerberus Abductions" or Aeghor Munitions
Effects: Shield regeneration speed +10%

Death Mask ☐
Acquisition: "Priority: Tuchanka" or Cipritine Armory
Effects: Melee damage +10%

Delumcore Overlay ☐
Acquisition: "Priority: Cerberus Headquarters" or Spectre Requisitions
Effects: Headshot damage +5%, weapon damage +10%

Kestrel Helmet ☐
Acquisition: Batarian State Arms after "Priority: Citadel II"
Effects: Ammo capacity +10%

Kuwashii Visor ☐
Acquisition: Aeghor Munitions after "Priority: Tuchanka"
Effects: Weapon damage +5%, headshot damage +10%

Mnemonic Visor ☐
Acquisition: "Grissom Academy: Emergency Evac" or Aeghor Munitions
Effects: Power recharge +5%, power damage +5%

N7 Helmet ☐
Acquisition: Starting equipment
Effects: Health +10%

N7 Breather Helmet ☐
Acquisition: Starting equipment
Effects: Health +10%

Recon Hood ☐
Acquisition: "Priority: The Citadel II" or Kanala Exports
Effects: Weapon damage +10%

Securitel Helmet ☐
Acquisition: "Priority: The Citadel II" or Kassa Fabrication
Effects: Health +5%, shields +5%

Sentry Interface ☐
Acquisition: "Priority: Sur'kesh" or Cipritine Armory
Effects: Shields +10%

Umbra Visor ☐
Acquisition: "Priority: Thessia" or Nos Astra Sporting Goods
Effects: Power damage +10%

Chest

Armax Arsenal Chestplate ☐
Acquisition: "Rannoch: Admiral Koris" or Batarian State Arms
Effects: Ammo capacity +10%

Ariake Technologies Chestplate ☐
Acquisition: Kassa Fabrication after "Priority: The Citadel II"
Effects: Melee damage +10%

Hahne-Kedar Chestplate ☐
Acquisition: "Tuchanka: Turian Platoon" or Cipritine Armory
Effects: Weapon damage +10%

Kassa Fabrication Chestplate ☐
Acquisition: "Priority: Mars" or Spectre Requisitions
Effects: Shield regeneration speed +10%

N7 Chestplate ☐
Acquisition: Starting equipment
Effects: Health +10%

Rosenkov Materials Chestplate ☐
Acquisition: "N7: Fuel Reactor" or Nos Astra Sporting Goods
Effects: Power recharge speed +10%

Serrice Council Chestplate ☐
Acquisition: "Grissom Academy: Emergency Evac" or Aeghor Munitions
Effects: Power damage +10%

Shoulders

Armax Arsenal Shoulder Guards ☐
Acquisition: "Priority: Palaven" or Cipritine Armory
Effects: Weapon damage +5%, headshot damage +10%

Ariake Technologies Shoulder Guards ☐
Acquisition: "Attican Traverse: Krogan Team" or Kassa Fabrication
Effects: Melee damage +10%

Hahne-Kedar Shoulder Guards ☐
Acquisition: Elkoss Combine Arsenal Supplies after "Priority: Rannoch"
Effects: Weapon damage +10%

Kassa Fabrication Shoulder Guards ☐
Acquisition: Cipritine Armory after "Priority: Tuchanka"
Effects: Shields +10%

N7 Shoulder Guards ☐
Acquisition: Starting equipment
Effects: Health +10%

Rosenkov Materials Shoulder Guards ☐
Acquisition: "Priority: Horizon"
Effects: Power recharge speed+10%

Serrice Council Shoulder Guards ☐
Acquisition: "Kallini: Ardat Yakshi Monastery" or Aeghor Munitions
Effects: Power damage +10%

Arms

Armax Arsenal Gauntlets ☐
Acquisition: "N7: Cerberus Attack" or Spectre Requisitions
Effects: Weapon damage +5%, headshot damage +10%

Ariake Technologies Gauntlets ☐
Acquisition: "Priority: Mars" or Batarian State Arms
Effects: Melee damage +10%

Hahne-Kedar Gauntlets ☐
Acquisition: Kanala Exports after "Citadel: Hanar Diplomat"
Effects: Weapon damage +10%

Kassa Fabrication Gauntlets ☐
Acquisition: "Priority: Rannoch"
Effects: Shields +10%

N7 Gauntlets ☐
Acquisition: Starting equipment
Effects: Health +10%

Rosenkov Materials Gauntlets ☐
Acquisition: "Tuchanka: Bomb" or Kassa Fabrication
Effects: Power recharge speed +10%

Serrice Council Gauntlets ☐
Acquisition: Nos Astra Sporting Goods after "Priority: Thessia"
Effects: Power damage +10%

Legs

Armax Arsenal Greaves ☐
Acquisition: "Priority: Sur'kesh"
Effects: Ammo capacity +10%

Ariake Technologies Greaves ☐
Acquisition: "N7: Communication Hub" or Batarian State Arms
Effects: Melee damage +10%

Hahne-Kedar Greaves ☐
Acquisition: "Priority: Palaven" or Batarian State Arms
Effects: Weapon damage +10%

Kassa Fabrication Greaves ☐
Acquisition: "Arrae: Ex-Cerberus Scientists" or Elkoss Combine Arsenal
Effects: Shields +10%

N7 Greaves ☐
Acquisition: Starting equipment
Effects: Health +10%

Rosenkov Materials Greaves ☐
Acquisition: Spectre Requisitions after "Priority: The Citadel II"
Effects: Power recharge speed+10%

Serrice Council Greaves ☐
Acquisition: "Priority: Cerberus Headquarters" or Nos Astra Goods
Effects: Power damage +10%

Full Armor Sets

Blood Dragon Armor ☐
Acquisition: Kanala Exports
Effects: Power recharge speed +10%, shields +20%, power damage +30%

Cerberus Armor ☐
Acquisition: Elkoss Combine Arsenal Supplies
Effects: Ammo capacity +10%, shields +10%, health +20%, weapon damage +20%

Collector Armor ☐
Acquisition: Nos Astra Sporting Goods
Effects: Shields +20%, shield regeneration speed +20%, health +20%

Inferno Armor ☐
Acquisition: Kassa Fabrication
Effects: Power recharge speed +30%, power damage +30%

N7 Armor ☐
Acquisition: Starting Equipment
Effects: Health +50%

Terminus Assault Armor ☐
Acquisition: Batarian State Arms
Effects: Melee damage +15%, ammo capacity +15%, shields +30%

Downloadable Content Full Armor Sets

Cerberus Ajax Armor ☐
Acquisition: Alternate Appearance Pack 1
Effects: Shield regeneration speed +10%, power damage +10%, weapon damage +10%, +25% Ammo Capacity, +25% Shields

Cerberus Nightmare Armor (Citadel) ☐
Acquisition: Score over 9999 points in the Armax Arsenal Combat Arena
Effects: Shield regeneration speed +10%, shields +10%, ammo capacity +20%, weapon damage +20%, headshot damage +20%

Cerberus Shade Armor (Citadel) ☐
Acquisition: Score over 9999 points in the Armax Arsenal Combat Arena
Effects: Ammo capacity +10%, melee damage +10%, power damage +10%, weapon damage +10%, shield regeneration speed +20%, shields +20%

Cerberus Spirit Armor (Citadel) ☐
Acquisition: Score over 9999 points in the Armax Arsenal Combat Arena
Effects: Shield regeneration speed +10%, shields +10%, power damage +30%, power recharge speed +30%

N7 Defender Armor ☐
Acquisition: Pre-order bonus
Effects: Health +10%, shields +10%, weapon damage +10%, ammo capacity +20%

Reckoner Knight Armor ☐
Acquisition: "Kingdoms of Amalur: Reckoning" demo play bonus
Effects: Health +10%, shields +10%, weapon damage +10%, melee damage +20%

Weapons

Obtained

*W=weight, C=capacity, F=firing rate, D=damage per shot, A=accuracy

Assault Rifles

Geth Pulse Rifle ☐
Acquisition: "Priority: Geth Dreadnought" or Elkoss Combine
Base WCFDA: 33 / 80 / 90 / 12 / 37 **Default Ammo:** 80 / 400

M-8 Avenger ☐
Acquisition: "Prologue: Earth"
Base WCFDA: 16 / 56 / 50 / 13 / 20 **Default Ammo:** 30 / 210

M-15 Vindicator ☐
Acquisition: "Priority: Mars" or Kassa Fabrication
Base WCFDA: 17 / 47 / 40 / 22 / 45 **Default Ammo:** 24 / 144

M-37 Falcon ☐
Acquisition: "Priority: Cerberus Headquarters" or Kassa Fabrication
Base WCFDA: 60 / 22 / 11 / 50 / 15 **Default Ammo:** 6 / 24

M-76 Revenant ☐
Acquisition: "Priority: The Citadel II" or Kassa Fabrication
Base WCFDA: 54 / 70 / 65 / 20 / 15 **Default Ammo:** 60 / 320

M-96 Mattock ☐
Acquisition: "Grissom Academy: Emergency Evac" or Kassa Fabrication
Base WCFDA: 30 / 33 / 19 / 22 / 65 **Default Ammo:** 16 / 96

M-99 Saber ☐
Acquisition: "Priority: Horizon"
Base WCFDA: 54 / 22 / 8 / 50 / 62 **Default Ammo:** 8 / 40

Phaeston ☐
Acquisition: "Tuchanka: Turian Platoon" or Cipritine Armory
Base WCFDA: 33 / 68 / 60 / 15 / 24 **Default Ammo:** 50 / 300

Downloadable Content Assault Rifles

Adas Anti-Synthetic Rifle ☐
Acquisition: Firefight Pack
Base WCFDA: 80 / 30 / 35 / 30 / 15 **Default Ammo:** 24 / 72

Chakram Launcher (Omega) ☐
Acquisition: "Omega: Aria T'Loak"
Base WCFDA: 40 / 22 / 12 / 50 / 75 **Default Ammo:** 4 / 40

Cerberus Harrier ☐
Acquisition: Firefight Pack
Base WCFDA: 65 / 35 / 45 / 30 / 63 **Default Ammo:** 20 / 80

M-7 Lancer (Citadel) ☐
Acquisition: "Citadel Archives: Escape"
Base WCFDA: 15 / 100 / 50 / 25 / 15 **Default Ammo:** 40 / ∞

M-55 Argus (Leviathan) ☐
Acquisition: "Despoina: Leviathan"
Base WCFDA: 57 / 50 / 27 / 27 / 12 **Default Ammo:** 21 / 168

N7 Typhoon ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 98 / 70 / 65 / 20 / 30 **Default Ammo:** 100 / 400

N7 Valkyrie (Omega) ☐
Acquisition: "Omega: Aria T'Loak" or N7 Warfare Gear Pack
Base WCFDA: 55 / 44 / 36 / 20 / 47 **Default Ammo:** 16 / 144

Particle Rifle (From Ashes) ☐
Acquisition: "Priority: Eden Prime"
Base WCFDA: 58 / 100 / 80 / 12 / 40 **Default Ammo:** 100 / ∞

Striker Assault Rifle ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 80 / 20 / 25 / 30 / 15 **Default Ammo:**12 / 48

Heavy Pistols

Arc Pistol ☐
Acquisition: "Priority: Geth Dreadnought" or Elkoss Combine
Base WCFDA: 66 / 16 / 33 / 50 / 66 **Default Ammo:** 18 / 72

M-3 Predator ☐
Acquisition: "Prologue: Earth"
Base WCFDA: 18 / 33 / 25 / 20 / 55 **Default Ammo:** 15 / 90

M-5 Phalanx ☐
Acquisition: "Priority: Tuchanka" or Kassa Fabrication
Base WCFDA: 16 / 33 / 16 / 16 / 50 **Default Ammo:** 12 / 72

M-6 Carnifex ☐
Acquisition: "Arrae: Ex-Cerberus Scientists" or Kassa Fabrication
Base WCFDA: 45 / 16 / 8 / 45 / 66 **Default Ammo:** 6 / 30

M-77 Paladin ☐
Acquisition: Spectre Requisitions
Base WCFDA: 33 / 15 / 10 / 55 / 66 **Default Ammo:** 3 / 21

M-358 Talon ☐
Acquisition: "Priority: The Citadel II"
Base WCFDA: 55 / 16 / 33 / 50 / 66 **Default Ammo:** 4 / 24

Scorpion ☐
Acquisition: "Priority: Sur'kesh" or Aegohr Munitions
Base WCFDA: 55 / 16 / 8 / 50 / 50 **Default Ammo:** 4 / 20

Downloadable Content Heavy Pistols

Acolyte ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 20 / 15 / 10 / 50 / 45 **Default Ammo:** 3 / 12

Executioner Pistol ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 45 / 20 / 10 / 75 / 60 **Default Ammo:** 1 / 15

M-11 Suppressor (Citadel) ☐
Acquisition: "Citadel Wards: Ambush"
Base WCFDA: 28 / 22 / 60 / 32 / 55 **Default Ammo:** 6 / 30

N7 Eagle ☐
Acquisition: N7 Collector's Edition Pack
Base WCFDA: 16 / 50 / 33 / 16 / 50 **Default Ammo:** 24 / 192

Shotguns

Disciple ☐
Acquisition: "Kallini: Ardat-Yakshi Monastery" or Nos Astra Goods
Base WCFDA: 38 / 18 / 8 / 50 / 11 **Default Ammo:** 4 / 24

Geth Plasma Shotgun ☐
Acquisition: "Priority: Rannoch" or Elkoss Combine
Base WCFDA: 77 / 15 / 7 / 87 / 37 **Default Ammo:** 5 / 15

Graal Spike Thrower ☐
Acquisition: "Priority: Tuchanka" or Cipritine Armory
Base WCFDA: 73 / 13 / 9 / 80 / 50 **Default Ammo:** 3 / 12

M-11 Wraith ☐
Acquisition: Spectre Requisitions
Base WCFDA: 55 / 13 / 4 / 70 / 15 **Default Ammo:** 2 / 10

M-22 Eviscerator ☐
Acquisition: "Grissom Academy: Emergency Evac" or Batarian State Arms
Base WCFDA: 55 / 13 / 4 / 58 / 13 **Default Ammo:** 3 / 15

M-23 Katana ☐
Acquisition: "Priority: Mars"
Base WCFDA: 57 / 12 / 5 / 50 / 8 **Default Ammo:** 5 / 15

M-27 Scimitar ☐
Acquisition: "Priority: Palaven" or Kassa Fabrication
Base WCFDA: 52 / 15 / 9 / 44 / 9 **Default Ammo:** 8 /24

M-300 Claymore ☐
Acquisition: "Attican Traverse: Krogan Team" or Cipritine Armory
Base WCFDA: 98 / 10 / 2 / 91 / 10 **Default Ammo:** 1 / 8

Downloadable Content Shotguns

AT-12 Raider (Leviathan) ☐
Acquisition: "Namakli: Leviathan"
Base WCFDA: 80 / 20 / 20 / 70 / 2 **Default Ammo:** 2 / 18

N7 Crusader ☐
Acquisition: N7 Collector's Edition Pack
Base WCFDA: 96 / 15 / 10 / 50 / 60 **Default Ammo:** 4 / 20

N7 Piranha ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 55 / 25 / 15 / 65 / 10 **Default Ammo:** 6 / 48

Reegar Carbine ☐
Acquisition: Firefight Pack
Base WCFDA: 60 / 20 / 0 / 10 / 0 **Default Ammo:** 22 / 68

Venom Shotgun ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 75 / 15 / 10 / 75 / 50 **Default Ammo:** 4 / 12

Sniper Rifles

Black Widow ☐
Acquisition: Spectre Requisitions
Base WCFDA: 98 / 14 / 6 / 66 / 80 **Default Ammo:** 3 / 15

Javelin ☐
Acquisition: "Rannoch: Admiral Koris" or Elkoss Combine Arsenal
Base WCFDA: 99 / 12 / 2 / 75 / 80 **Default Ammo:** 1 / 9

M-13 Raptor ☐
Acquisition: "Priority: Sur'kesh" or Batarian State Arms
Base WCFDA: 68 / 37 / 56 / 28 / 68 **Default Ammo:** 15 / 105

M-29 Incisor ☐
Acquisition: "Tuchanka: Bomb" or Kassa Fabrication
Base WCFDA: 42 / 35 / 41 / 23 / 66 **Default Ammo:** 15 / 120

M-92 Mantis ☐
Acquisition: "Priority: Mars"
Base WCFDA: 68 / 11 / 2 / 66 / 74 **Default Ammo:** 1 / 9

M-97 Viper ☐
Acquisition: "Priority: Palaven" or Kassa Fabrication
Base WCFDA: 49 / 18 / 9 / 41 / 83 **Default Ammo:** 6 / 36

M-98 Widow ☐
Acquisition: "Priority: Thessia" or Kassa Fabrication
Base WCFDA: 99 / 7 / 2 / 75 / 75 **Default Ammo:** 1 / 7

Downloadable Content Sniper Rifles

Kishock Harpoon Gun ☐
Acquisition: Groundside Resistance Pack
Base WCFDA: 80 / 15 / 3 / 85 / 75 **Default Ammo:** 1 / 15

Krysae Sniper Rifle ☐
Acquisition: Firefight Pack
Base WCFDA: 75 / 10 / 2 / 60 / 75 **Default Ammo:** 3 / 9

M-90 Indra ☐
Acquisition: Firefight Pack
Base WCFDA: 65 / 50 / 50 / 20 / 70 **Default Ammo:** 25 / 180

N7 Valiant ☐
Acquisition: N7 Collector's Edition Pack
Base WCFDA: 60 / 15 / 10 / 50 / 75 **Default Ammo:** 3 / 30

Submachine Guns

M-4 Shuriken ☐
Acquisition: "Priority: Mars"
Base WCFDA: 18 / 70 / 80 / 12 / 10 **Default Ammo:** 36 / 324

M-9 Tempest ☐
Acquisition: "Tuchanka: Turian Platoon" or Kassa Fabrication
Base WCFDA: 18 / 72 / 70 / 12 / 30 **Default Ammo:** 50 / 350

M-12 Locust ☐
Acquisition: "Priority: Horizon" or Kassa Fabrication
Base WCFDA: 23 / 58 / 58 / 15 / 63 **Default Ammo:** 20 / 240

M-25 Hornet ☐
Acquisition: "Priority: The Citadel II" or Batarian State Arms
Base WCFDA: 33 / 38 / 90 / 18 / 23 **Default Ammo:** 24 / 144

Downloadable Content Submachine Guns

Blood Pack Punisher ☐
Acquisition: Firefight Pack
Base WCFDA: 30 / 70 / 65 / 25 / 20 **Default Ammo:** 40 / 320

Geth Plasma SMG ☐
Acquisition: Firefight Pack
Base WCFDA: 18 / 80 / 80 / 10 / 60 **Default Ammo:** 100 / 600

N7 Hurricane ☐
Acquisition: N7 Collector's Edition Pack
Base WCFDA: 30 / 60 / 100 / 22 / 15 **Default Ammo:** 40 / 240

Weapon Upgrades

Assault Rifle Mods

Assault Rifle Extended Barrel

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Assault Rifle Magazine Upgrade

Level:	I	II	III	IV	V
Rounds per Magazine:	+40%	+50%	+60%	+70%	+80%

Assault Rifle Piercing Mod

Level:	I	II	III	IV	V
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.50m	0.65m	0.80m	0.95m	1.10m
Piercing Damage:	+40%	+45%	+50%	+55%	+60%

Assault Rifle Precision Scope

Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%

Assault Rifle Stability Damper

Level:	I	II	III	IV	V
Weapon Stability:	+30%	+40%	+50%	+60%	+70%

Downloadable Content Assault Rifle Mods

Assault Rifle High-Velocity Barrel (Omega)

Level:	I	II	III	IV	V
Defenses Ignored:	+50%	+60%	+70%	+80%	+90%
Piercing Thickness:	0.75m	0.90m	1.05m	1.20m	1.35m
Piercing Damage:	+40%	+45%	+50%	+55%	+60%

Assault Rifle Omni-Blade (Leviathan)

Level:	I	II	III	IV	V
Melee Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Assault Rifle Thermal Scope (Citadel)

Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%

Assault Rifle Ultralight Materials (Citadel)

Level:	I	II	III	IV	V
Weapon Weight:	-8%	-10%	-12%	-14%	-15%

Heavy Pistol Mods

Pistol High-Caliber Barrel

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Pistol Magazine Upgrade

Level:	I	II	III	IV	V
Rounds per Magazine:	+40%	+50%	+60%	+70%	+80%

Pistol Melee Stunner

Level:	I	II	III	IV	V
Melee Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Pistol Piercing Mod

Level:	I	II	III	IV	V
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.50m	0.65m	0.80m	0.95m	1.10m
Piercing Damage:	+40%	+45%	+50%	+55%	+60%

Pistol Scope

Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%

Downloadable Content Heavy Pistol Mods

Pistol Cranial Trauma System (Leviathan)

Level:	I	II	III	IV	V
Headshot Damage:	+20%	+25%	+30%	+35%	+40%

Pistol Heavy Barrel (Omega)

Level:	I	II	III	IV	V
Damage:	+20%	+25%	+30%	+35%	+40%

Pistol Power Magnifier (Citadel)

Level:	I	II	III	IV	V
Power Damage:	+10%	+15%	+20%	+25%	+30%

Pistol Ultralight Materials (Leviathan)

Level:	I	II	III	IV	V
Weapon Weight:	-30%	-35%	-40%	-45%	-50%

Shotgun Mods

Shotgun Blade Attachment

Level:	I	II	III	IV	V
Melee Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Shotgun High-Caliber Barrel

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Shotgun Shredder Mod

Level:	I	II	III	IV	V
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.25m	0.35m	0.45m	0.55m	0.65m
Piercing Damage:	+40%	+45%	+50%	+55%	+65%

Shotgun Smart Choke

Level:	I	II	III	IV	V
Accuracy:	+30%	+35%	+40%	+45%	+50%

Shotgun Spare Thermal Clip

Level:	I	II	III	IV	V
Spare Shot Capacity:	+50%	+60%	+70%	+80%	+90%

Downloadable Content Shotgun Mods

Shotgun High-Velocity Barrel (Omega)

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.25m	0.35m	0.45m	0.55m	0.65m
Piercing Damage:	+40%	+45%	+50%	+55%	+60%

Shotgun Omni-Blade (Omega)

Level:	I	II	III	IV	V
Melee Damage:	+30%	+35%	+40%	+45%	+50%

Shotun Ultralight Materials (Citadel)

Level:	I	II	III	IV	V
Weapon Weight:	-8%	-10%	-12%	-14%	-15%

Sniper Rifle Mods

Sniper Rifle Concentration Mod

Level:	I	II	III	IV	V
Time Dilation:	+25%	+27.5%	+30%	+32.5%	+35%
Time Dilation Duration:	1.50s	1.75s	2.00s	2.25s	2.50s
Damage During Dilation:	+5%	+7.5%	+10%	+12.5%	+15%

Sniper Rifle Enhanced Scope

Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%

Sniper Rifle Extended Barrel

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%

Sniper Rifle Piercing Mod

Level:	I	II	III	IV	V
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.75m	0.90m	1.05m	1.20m	1.35m
Piercing Damage:	+50%	+55%	+60%	+65%	+70%

Sniper Rifle Spare Thermal Clip

Level:	I	II	III	IV	V
Spare Shot Capacity:	+50%	+60%	+70%	+80%	+90%

Downloadable Content Sniper Rifle Mods

Sniper Rifle High-Velocity Barrel (Citadel)

Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%
Defenses Ignored:	+25%	+35%	+45%	+55%	+65%
Piercing Thickness:	0.75m	0.90m	1.05m	1.20m	1.35m
Piercing Damage:	+50%	+55%	+60%	+65%	+70%

Sniper Rifle Thermal Scope (Omega)

Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%

Sniper Rifle Ultralight Materials (Citadel)

Level:	I	II	III	IV	V
Weapon Weight:	-8%	-10%	-12%	-14%	-15%

Submachine Gun Mods

SMG Heat Sink					
Level:	I	II	III	IV	V
Heat Dispersal Chance:	+25%	+30%	+35%	+40%	+45%
SMG High-Caliber Barrel					
Level:	I	II	III	IV	V
Damage:	+15%	+17.5%	+20%	+22.5%	+25%
SMG Magazine Upgrade					
Level:	I	II	III	IV	V
Rounds per Magazine:	+40%	+50%	+60%	+70%	+80%
SMG Scope					
Level:	I	II	III	IV	V
Accuracy:	+15%	+20%	+25%	+30%	+35%
SMG Ultralight Materials					
Level:	I	II	III	IV	V
Weapon Weight:	-50%	-60%	-70%	-80%	-90%

Downloadable Content Submachine Gun Mods

SMG High-Velocity Barrel (Leviathan)					
Level:	I	II	III	IV	V
Defenses Ignored:	+50%	+60%	+70%	+80%	+90%
Piercing Thickness:	0.25m	0.35m	0.45m	0.55m	0.65m
Piercing Damage:	+40%	+45%	+50%	+55%	+60%
SMG Power Magnifier (Citadel)					
Level:	I	II	III	IV	V
Power Damage:	+10%	+15%	+20%	+25%	+30%
SMG Recoil System (Leviathan)					
Level:	I	II	III	IV	V
Weapon Stability:	+30%	+40%	+50%	+60%	+70%

Notes

Miscellaneous Items

Medi-Gel Capacity Upgrades

	Availability
Medi-Gel Capacity	After "Priority: Mars"
Medi-Gel Capacity I	After "Priority: Palaven"
Medi-Gel Capacity II	After "Priority: Sur'kesh"
Medi-Gel Capacity III	After "Priority: Tuchanka"
Medi-Gel Capacity IV	After "Priority: The Citadel II"
Medi-Gel Capacity V	After "Citadel: Medical Supplies" *but only* if Dr. Michel is recruited to team

Upgrades can be purchased from either the Sirta Supplies terminal in Huerta Memorial Hospital or from the procurement terminal on the Normandy.

Fish

	Availability
Aquarium VI	Kanala Exports
Belan Jellyfish	Kanala Exports
Kar'shan Snapping Eel	Kanala Exports
Koi Fish	Kanala Exports
Ilium Skald Fish	Kanala Exports after "Priority: Sur'kesh"
Striped Dartfish	Kanala Exports after "Priority: Sur'kesh"
Thessian Sunfish	Kanala Exports after "Priority: Sur'kesh"

Prejek Paddlefish are available from Kelly Chambers when you meet her on the Citadel *but only* if she was taking care of your fish in Mass Effect 2.

Model Ships - Transfers from Mass Effect 2

Location
Alliance Cruiser
Deck 5 - In a pile of containers near Cortez's workbench on the starboard side
Alliance Shuttle
Deck 2 - In a pile of containers by the conference room outside the War Room
Destiny Ascension
Deck 3 - In Life Support, in a container against the wall behind the desk chair
Freighter
Deck 5 - In the alcove/passage on the port side behind James's workstation
Geth Cruiser
Deck 5 - In a pile of containers near Cortez's workbench on the starboard side
Normandy SR-1
Deck 5 - In a container in front of the shuttle on the port side
Normandy SR-2
In Shepard's cabin
Quarian Ship
Deck 5 - In a stack of containers to the left of James's workstation
Shadow Broker Base
Deck 4 - Behind some stacked containers in the Engineering subdeck on the starboard side *but only* if it was acquired in the "Lair of the Shadow Broker" DLC
Sovereign
Deck 4 - In a container behind the workbench in the Engineering subdeck
Turian Cruiser
Deck 4 - In the Engineering subdeck, in a container by the port side stairwell

The models above will be available in games played with a save import from Mass Effect 2 *but only* if the particular model was acquired in that game.

Model Ships - New

	Availability
Kodiak Drop Shuttle	Kassa Fabrications after "Priority: The Citadel I"
Citadel	Nos Astra Sporting Goods after "Priority: Palaven"
Alliance Dreadnought	Kassa Fabrications after "Priority: Sur'kesh"
Alliance Freighter	Kassa Fabrications after "Priority: Sur'kesh"
Geth Fighter	Elkoss Combine after "Priority: Geth Dreadnought"
Quarian Liveship	Elkoss Combine after "Priority: Geth Dreadnought"